The Support Update

Support has historically been both underwhelming and less enjoyable than most of the roster, mostly due to their rather "checklist" styled design. As such, while updates on the various characters are underway, Supports and other high priority gameplay updates were bundled into this update, with plenty more updates on the way. In addition, there have been some sizable item and talent changes that make up a majority of the balance changes, both with the goal of making player power more explicit and visible to new players to make the game more approachable in the more subtle areas.

Systems

Jungle

Jungle levels up slower than lane creeps, meaning it's more important to clear them on their first few waves to benefit from future gold returns - which sort of enforces an early game jungler without all of the baggage of Smite or jungle items.

- ★ Level Up: 150 → 180
- ★ Initial Spawn Timer: 110 → 120

Rage Generation

Rage is getting massive nerfs, mostly to reduce the abundance of incidental generation they've benefited from but also to diminish their over-relevance in the early laning phase. This also incentivises budgeting for Resource Regeneration and respecting their Resource as a part of their kit.

- ★ Rage generation on damage taken: 40% → 25%
- ★ Rage generation on ranged damage: 60% → 40%

Retainers

All Retainers have received a +5 to their Health growth, including those not listed here.

Al-Rahim

- ★ Has received a rework! Check out the internal Info Center for more information.

Dandra

★ Has *also* received a rework! Check out the internal Info Center for more information.

Emonia

Ideally this pushes Emonia more into the glass cannon role, reducing the windows of safety her W gives while making it a higher agency tool to regain Energy and continue the Q bombardment.

★ Max Health per Level: 28 → 33

Felblaze Claws:

★ Base Damage: 40 → 30
★ Base Damage per Level: 20 → 15
★ Ethereal Power, Base Damage scaling: 0.6 → 0.75

Essence Wave:

★ Resource Cost: -10 → -20
★ Cooldown: 14 → 18

Grob

Grob's nerfs significantly affected his playability in comparison to other bruisers and mages, so these new scalings will help give him a bit of help with itemization without tilting him towards Ethereal or Tank builds directly.

★ Max Health per Level: 27 → 32

Playful Spirits:

★ added Bonus Resource, Base Damage scaling: 0.075
★ added Bonus Resource, Bonus Damage scaling: 0.05

Playful Spirits:

★ added Bonus Resource, Base Damage scaling: 0.075
★ added Bonus Resource, Bonus Damage scaling: 0.05

Kaal

Kaal's Q now scales with Base Physical Power, which shifts its scaling to the early game and itemization towards laning phase power spikes and late game durability. This also means late game Physical Power itemization starts to fall off in his hands (pun not intended) because it contributes a lower percentage of value overall.

★ Max Health per Level: 31 → 36

Desolate Syphoning:

★ Maximum Charges: 10 → 8

Desolate Terrain:

★ Slow %: 20 → 15

★ Slow % on the edges: 40 → 30

Desolate Lands:

★ Duration: 6 → 7

★ removed: Duration per Level

★ Base Damage: 20 → 30

★ Base Damage per Level: 11 → 6

★ Resource Cost: 25 → 35

★ added Rage Generation: 0.75

Dire Swipe:

★ Cooldown: 0.5 → 1 (This means a 1 second cooldown between Q casts, not a 1 second recharge time)

★ Base Damage: 75 → 40

★ Base Damage per Level: 35 → 25

★ 90% Bonus Physical Power, Base Damage scaling → 50% **Base** Physical Power, Base Damage scaling

Howling Impact:

★ removed: Resource Cost per Level

Myr

Myr's dominance in the game tends to be the result of her being able to ignore gameplay mechanics: Lifesteal and % Health shred ignores melee enemies, Graves and Skeletons ignore lane mechanics, and her Unstoppable ultimate ignores Crowd Control. Although some of her kit can use some adjustments to push her to build more Physical Power, overall her overall balance revolves around the need to be more connected to the game around her in order to allow other players to exert control on her play patterns and keep her mechanics in check.

★ Max Health per Level: 29 → 34

Vanquishing Strike:

★ Cooldown: 13 → 10

★ Cooldown Reduction per Level: 2 → 1

★ Resource Cost: 20 → 40

★ Resource Cost per Level: 10 → -5
★ added Rage Generation: 0
★ Bonus Physical Power, First Swing Damage scaling: 0.5 → 0.25
★ Bonus Physical Power, Third Swing Damage scaling: 1.2 → 0.75

Bonestorm:
★ Cooldown: 22 → 20
★ Resource Cost: 55 → 50
★ Percent Current Health Damage per Level: 0.6666 → 0.3333
★ added Rage Generation: 0.5
★ Ethereal Power, Base Damage scaling: 0.2 → 0.1
★ Is now a **Physical Buff**
★ Is now **Dispellable**

Berserker Onslaught:
★ Resource Cost: 75 → 60
★ Is now a **Physical Buff**
★ Is now **Dispellable**

Omnu

Chasm:
★ Base Damage: 63 → 50
★ Base Damage per Level: 39 → 45
★ Maximum Health Damage: 3 → 4
★ Maximum Health Damage per Level: 1 → 1.3
★ removed: Cooldown Haste per Level
★ Bonus Physical Power, Base Damage scaling: 0.8 → 0.75

Peipei

★ Has received a rework! Check out the internal Info Center for more information.

Vessels

All Vessels have received a +5 to their Health growth, including those not listed here.

Aegion

★ Max Health per Level: 39 → 46

Antimagic Protection:
★ Ethereal Damage Reduction %: 30 → 15

★ Ethereal Damage Reduction % per Level: 10 → 5

Antimagic Field:
★ Mana Cost: 80 → 110
★ added Mana Cost per Level: 10
★ Rage Resource Cost: 25 → 50

Chromatic Charge:
★ Resource Cost: -5 → -10
★ Base Damage: 40 → 60
★ Resource Cost: 0 → 15
★ added Rage Generation: 0.33
★ Bonus Physical Power, Base Damage scaling: 0.75 → 0.55
★ Ethereal Power, Base Damage scaling: 0.8 → 0.33

Entom

★ Attack Radius: 500 → 525
★ Max Health per Level: 39 → 44

Deadly Swarm:
★ added Rage Generation: 0

Deep Stings:
★ added Rage Generation: 0.1

From The Inside Out:
★ Resource Cost: 94 → 100
★ Resource Cost per Level: 12 → 10
★ Range: 2000 → 1700
★ Resource Cost: 20 → 25
★ Resource Cost: 15 → 40
★ added Rage Generation: 0.5

A Thousand Bites:
★ Resource Cost: 10 → 15

Golrok

★ Max Health per Level: 42 → 47

Seismic Activity
★ Base Damage: 55 → 75

★ Base Damage per Level: 25 → 20
★ Resource Cost: 80 → 90
★ Resource Cost per Level: 20 → 10
★ added Rage Generation: 0.75
★ Ethereal Power, Base Damage scaling: 0.82 → 0.15
★ Bonus Physical Power, Base Damage scaling: 0.34 → 0.3

Tectonic Shift:
★ Resource Cost: 60 → 75
★ Resource Cost per Level: 20 → 10
★ Cooldown: 16 → 13
★ Cooldown Reduction per Level: 2 → 1
★ Resource Cost: -20 → -15
★ Resource Cost: 0 → 25

Tectonic Wall:
★ Base Damage: 51 → 65
★ Base Damage per Level: 26 → 30
★ Maximum Health Damage: 3.5 → 3
★ added Rage Generation: 0.75
★ Bonus Physical Power, Base Damage scaling: 0.79 → 0.55

Jabari

★ Max Health per Level: 40 → 45

Twilight Tempest:
★ Cooldown: 20 → 13
★ Cooldown Reduction per Level: 1 → 1.5
★ Rage Cost: 30 → 20
★ Mana Cost: 60 → 75
★ Mana Cost per Level: 10 → 5
★ Base Damage: 35 → 45
★ added Base Damage per Level: 25
★ added Rage Generation: 0.1
★ Bonus Physical Power, Base Damage scaling: 0.4 → 0.75
★ Bonus Ethereal Power, Base Damage scaling → Base Ethereal Power, Base Damage scaling (this was a typo)

Crescent Shadow:
★ Mana Cost: 70 → 75
★ Rage Cost: 45 → 40
★ Energy Cost: 20 → 25
★ added Rage Generation: 0.2

★ Bonus Ethereal Power, Base Damage scaling → Base Ethereal Power, Base Damage scaling (this was a typo)

Crescent Shadow Recast (Small Khopeshes):
- ★ added Rage Generation: 0
- ★ Ethereal Power, Base Damage scaling: 0.05 → 0.1

Khoru

While Disembowel's gameplay loop is a great example of a melee Executioner in play, it does lead to some really bursty play patterns with a lower cooldown. Although it can still achieve that, it should at least have some context where it needs to work its way up to that point, especially on Rage users.

- ★ Max Health per Level: 37.5 → 42.5

Penumbra Trace:
- ★ Cooldown: 28 → 24
- ★ Cooldown Reduction per Level: 3 → 2
- ★ Rage Cost: 0 → 35
- ★ added Rage Generation: 2

Disembowel :
- ★ Cooldown: 5 → 9
- ★ Cooldown Reduction per Level: 1 → 1.5
- ★ Resource Cost: 30 → 50
- ★ Base Damage: 35 → 40
- ★ Base Damage per Level: 40 → 25
- ★ Rage Cost: 10 → 15
- ★ added Rage Generation: 1
- ★ Bonus Physical Power, Base Damage scaling: 0.42 → 0.5

Krieg

Similar to Kaal, Krieg's move to Base Physical Power skews its strength to early game, which makes it more of the lane bully it was intended to be rather than a mage.

- ★ Max Health per Level: 42 → 47

Endless Hunger:
- ★ Physical Power per Stack: 1.5 → 2
- ★ Physical Power per Stack per Level: 0.6 → 0.4

Rapid Rupture:

★ Base Damage per Level: 13 → 15
★ added Rage Generation: 0.33
★ Bonus Physical Power, Base Damage scaling: 0.68 → 0.75

Charged Slash:
★ Cooldown: 21 → 18
★ Resource Cost: 100 → 90
★ Cooldown Reduction per Level: 1.5 → 1
★ Resource Cost per Level: 20 → 10
★ Resource Cost: 25 → 40
★ added Rage Generation: 0.2

Cataclysm First Impact:
★ Cataclysm First Impact Damage: 50 → 20
★ Base Damage per Level: 21 → 20
★ added Rage Generation: 0.1
★ 50% Bonus Physical Power, Cataclysm First Impact Damage scaling → **Base**

Cataclysm Second Impact:
★ Cataclysm Second Impact Damage: 60 → 50
★ Base Damage per Level: 40 → 25
★ added Rage Generation: 0.2
★ 75% Bonus Physical Power, Cataclysm Second Impact Damage scaling → **Base**
Physical Power, Cataclysm Second Impact Damage scaling

Lana

★ Has received a rework! Check out the internal Info Center for more information.

Namuneth

Namuneth has fallen off both in part due to the relevance of bruiser carries and the emergence of “proper” carries. Lowering the costs on its Power Barrage will ideally go a long way with the Attack Range buffs to make it a more attractive choice for any Ethereal Power burst builds looking for some extra finisher damage.

★ Attack Radius: 510 → 610
★ Max Health per Level: 39.5 → 44.5

Power Barrage:
★ Energy Cost: 5 → -10
★ Rage Cost: 15 → 20

★ removed: Mana Cost per Level

Power Barrage:
★ added Rage Generation: 0.33

Neri

★ Max Health per Level: 38 → 43

Tempest Pierce:
★ added Rage Generation: 0

Fierce Gusts:
★ Mana Cost: 90 → 100
★ removed: Mana Cost per Level
★ Cooldown: 30 → 20
★ Cooldown Reduction per Level: 3 → 2
★ Rage Cost: 15 → 30
★ added Rage Generation: 0

Piercing Winds:
★ Energy Cost: 25 → 15
★ Rage Cost: 8 → 25
★ added Rage Generation: 0.2

Prideseeker

Prideseeker tends towards being abused outside of its intended role as a carry, mostly because of the problematic tendencies of Audacious Sweep. Regardless, it's been due for a boost to its overall scaling power, which can be achieved with a little bit of a bump towards its R uptime to make up for losing its reset on Physical dispel.
★ Max Health per Level: 39 → 44

Bleeding Heart:
★ Rage Generation: 1.5 → 0

Audacious Sweep:
★ added Rage Generation: 0.2

Seeking Lunge:
★ Base Damage per Level: 18 → 20
★ Cooldown: 15 → 10
★ Cooldown Reduction per Level: 2 → 1
★ Rage Cost: 10 → 15

★ added Rage Generation: 1
★ Bonus Physical Power, Base Damage scaling: 0.8 → 1
★ Ethereal Power, Base Damage scaling: 0.28 → 0.4

Prideseeker Stab
★ added Rage Generation: 0

Qel

★ Has received a rework! Check out the internal Info Center for more information.

Rak'Zuul

Rak'Zuul's tether usually creates annoying laning patterns justified by the abundance of sustain in the game through talents, items, etc. which is no longer a feasible excuse with the upcoming changes. As such, its power is going to be significantly reduced and shifted towards the more compelling part of Rak'Zuul's kit: Bloodstorm.

★ Max Health per Level: 40 → 45

Dark Pact:
★ Base Damage: 20 → 10
★ Base Damage per Level: 10 → 5
★ added Rage Generation: 0

Blood and Shadow - Red:
★ Base Damage: 14 → 2
★ removed: Base Damage per Level
★ 0.15 Bonus Physical Power, Base Damage scaling → 0.075 **Base** Physical Power, Base Damage scaling
★ added Ethereal Power, Base Damage scaling: 0.05

Blood and Shadow - Purple:
★ Base Damage: 20 → 3
★ removed: Base Damage per Level
★ Ethereal Power, Base Damage scaling: 0.25 → 0.1
★ added Physical Power, Base Damage scaling: 0.05

Bloodstorm:
★ Base Damage: 81 → 75
★ Base Damage per Level: 38 → 30
★ Mana Cost: 75 → 70
★ Cooldown: 28 → 16

★ Cooldown Reduction per Level: 4 → 2
★ Energy Cost: 30 → 25
★ Rage Cost: 20 → 40
★ added Rage Generation: 1

Smoking Shadow:
★ added Rage Generation: 0.1

Rudra

Mostly just Chakram nerfs, because the on-attack mechanics have mostly solved the issue of bouncing damage being too high.

★ Max Health per Level: 39 → 44

Deep Wounds:
★ added Rage Generation: 0

Rebound:
★ Resource Cost: 70 → 80
★ removed: Mana Cost per Level
★ Rage Cost: 20 → 35

Chakram:
★ Base Damage: 70 → 60
★ Base Damage per Level: 45 → 40
★ Mana Cost: 70 → 75
★ Mana Cost per Level: 0 → 10
★ Energy Cost: 10 → -10
★ Rage Cost: 10 → 15
★ added Rage Generation: 0.2
★ Ethereal Power, Base Damage scaling: 1.2 → 0.45
★ Bonus Physical Power, Base Damage scaling: 0.8 → 0.6

Chakram Recall:
★ added Rage Generation: 0.2
★ Bonus Physical Power, Base Damage scaling: 0.4 → 0.6
★ Ethereal Power, Base Damage scaling: 0.6 → 0.45

Shizu

★ Max Health per Level: 39.5 → 44.5

Tranquil Unsheathing:

★ Rage Cost: 0 → 10
★ added Rage Generation: 1
★ Buff Duration: 6 → 3
★ Maximum Buff Charges: 4 → 1
★ Empowered Basic Attack Base Damage: 10 → 15
★ Empowered Basic Attack Base Damage per Level: 10 → 5
★ added Rage Generation: 0

Petal Reverie:
★ Cooldown: 30 → 40
★ Energy Cost: 25 → 30
★ Rage Cost: 40 → 50
★ added Rage Generation: 0

Ta'Yji

★ Has received a rework! Check out the internal Info Center for more information.

Teebu

Gearing Teebu's F costs to be higher allows it to fulfill its role as a meaningful burst of damage even in the earliest parts of the game, making it a more formidable carry well into the mid to late game.

★ Attack Radius: 550 → 625
★ Max Health per Level: 38 → 43

Pierced Flaw:
★ Base Damage: 13 → 20
★ removed: Base Damage per Level

Hot Fingers:
★ Duration: 3 → 4
★ Attackspeed %: 40 → 50
★ Attackspeed % per Level: 20 → 15

Heating Up:
★ Mana Cost: 20 → 100
★ Cooldown: 32 → 25
★ Energy Cost: 0 → -10
★ Rage Cost: 0 → 30

Hullshatter:
★ Mana Cost: 70 → 60

★ Cooldown: 15 → 12
★ Cooldown Reduction per Level: 2 → 1
★ Energy Cost: 20 → 25
★ Rage Cost: 14 → 35

Hullshatter:
★ Base Damage: 50 → 35
★ Base Damage per Level: 25 → 20
★ Damage Reduction on Subsequent Hits: 50 → 33
★ added Rage Generation: 0.1
★ Bonus Physical Power, Base Damage scaling: 0.75 → 0.8
★ Ethereal Power, Base Damage scaling: 0.75 → 0.6

Uzai

★ Has received a rework! Check out the internal Info Center for more information.

Vissra

Long and short of it, Vissra was hidden tech coming out of hiding and it's time to give it a quick tap to make its burst less menacing.

★ Max Health per Level: 38 → 43

Wound Poison:
★ added Rage Generation: 0

Toxic Vapors:
★ Base Damage: 50 → 40
★ Base Damage per Level: 33 → 25
★ Mana Cost: 50 → 60
★ Energy Cost: 10 → -15
★ Rage Cost: 5 → 20
★ added Rage Generation: 1
★ Ethereal Power, Base Damage scaling: 0.58 → 0.33
★ Bonus Physical Power, Base Damage scaling: 0.8 → 0.4

Paralysing Venom:
★ Duration: 2 → 1.5

Corrosive Miasma:
★ Duration: 3 → 2.25

Wound Bane:

- ★ Base Damage: 100 → 80
- ★ Base Damage per Level: 50 → 40
- ★ Rage Cost: 16 → 30
- ★ Energy Cost: -10 → 20
- ★ added Rage Generation: 1

Voltez

- ★ Has received a rework! Check out the internal Info Center for more information.

Wavebinder

Increases to early game damage and R uptime will help Wavebinder's support role while keeping its scalings down will solidify its early game power and role.

- ★ Max Health per Level: 40 → 45

High Tide:

- ★ Base Damage: 63 → 70
- ★ Rage Cost: 20 → 30
- ★ added Rage Generation: 2
- ★ Ethereal Power, Base Damage scaling: 0.6 → 0.4
- ★ Bonus Physical Power, Base Damage scaling: 0.4 → 0.2
- ★ Ethereal Power, Shield scaling: 0.75 → 0.44
- ★ Bonus Physical Power, Shield scaling: 1 → 0.6
- ★ Airborne Duration: 1.2 → 1.5
- ★ Airborne Duration per Level

Waveblast:

- ★ Mana Cost: 70 → 75
- ★ Cooldown: 16 → 8
- ★ Rage Cost: 0 → 20
- ★ Energy Cost: -10 → -15
- ★ Base Damage: 33 → 45
- ★ Base Damage per Level: 30 → 20
- ★ added Rage Generation: 0.33
- ★ Slow Duration: 3 → 2
- ★ Slow %: 10 → 6

Items

The original intent of the item rework was to make items less gold efficient to make the early game gap more narrow even with a significant gold lead due to the delay of hitting a first Zenith spike, but this tended towards highly counterintuitive gameplay patterns such as Knife Stacking that created really boring matches (it's funny once, silly twice, lame the third time and onward…) and also further widened the knowledge gap between new players and veterans. Although some early game options have been rebalanced, there's also significant changes to overall gold efficiency. Even so, Zenith items still remain within the 80 - 90% range to maintain the original intent of diminishing gold efficiency as the game continues and core builds become flush with cash to burn on luxury items.

Another issue has been with defensive items in the mid to late game- especially on builds that scale well enough with few stats. Block and Armor have been made more expensive, Attack Speed and Resource Regeneration have been buffed, and most items have had their stats and costs readjusted.

Parts and Starter Items

Some core stats have been adjusted to better favor damage in the long term for scaling - especially Attack Speed as a multiplier for damage on basic attacks.

Living Jade
- ★ Health: 100 → 125

Rockfist Gloves
- ★ Health: 180 → 200

Druidic Mask
- ★ Health: 250 → 300

Sky Topaz
- ★ buy cost: 380 → 300
- ★ sell price: 285 → 225
- ★ Resource: 200 → 160

Restoration Pearl
- ★ buy cost: 220 → 180
- ★ sell price: 165 → 135
- ★ Resource Regeneration: 1.1 → 1.2

Petrified Wood
- ★ buy cost: 510 → 500

★ sell price: 382 → 375
★ Resource Regeneration: 2.3 → 3

Stiletto
★ buy cost: 375 → 330
★ sell price: 281 → 247

Bronze Breastplate
★ buy cost: 400 → 325
★ sell price: 300 → 243
★ Armor: 20 → 15

Battleglory Buckler
★ buy cost: 800 → 750
★ sell price: 600 → 562
★ Armor: 35 → 30

Tensilium Codpiece
★ Armor: 50 → 45

Neophyte Tome
★ Health: 50 → 75

Trainee's Knife
★ Health: 50 → 75

Recruit's Shield
★ Health: 50 → 75

Quarterstaff
Experimental change to give Resource-hungry kits a means to gain Resource in the early game.
★ Is now a Starter Item
★ buy cost: 200 → 425
★ sell price: 450 → 150
★ new buildpath: no pre items
★ removed: Armor
★ added Health: 75
★ added Resource: 75
★ added Resource Regeneration: 2

Ancient Cup
★ Cooldown: 3 → 10
★ Base Damage: 25 → 10

The First Coin
- ★ removed: Gold per 10s
- ★ added Health: 75

Seed of the World Tree
- ★ added Resource Regeneration: 1

Bloodgreed Scalpel
- ★ % Lifesteal: 1.5 → 2

The First Stash
- ★ buy cost: 600 → 800
- ★ sell price: 450 → 600
- ★ removed: Gold per 10s
- ★ added Health: 150

Sprout of the World Tree
- ★ buy cost: 600 → 1000
- ★ sell price: 450 → 750
- ★ added Resource Regeneration: 1

Saturated Scalpel
- ★ buy cost: 600 → 1000
- ★ sell price: 450 → 750

Inscriber's Satchel
Sheep Stick tends to come online much later than the rest of the bag items because of the cooldowns of Inscriber items.
- ★ Items used to Unleash: 8 → 4

Boots

Shieldplate Boots
- ★ buy cost: 500 → 575

Born Commander's Boots
- ★ sell price: 900 → 750
- ★ removed: Resource
- ★ added Resource Regeneration: 1

Wardancer Boots
- ★ buy cost: 525 → 570
- ★ % Attackspeed: 18 → 15

Banner Bearer's Boots

- ★ Duration: 3 → 4
- ★ Cooldown: 40 → 20
- ★ Maximum Charges: 3 → 2

Waystones

Quickblade

- ★ buy cost: 405 → 510
- ★ new buildpath: Curved Sword, Stiletto
- ★ % Attackspeed: 20 → 15

Mountainfolk Club

- ★ Physical Power: 15 → 20
- ★ Health: 180 → 175

Soulfire Staff

- ★ buy cost: 460 → 470
- ★ sell price: 345 → 825
- ★ Ethereal Power: 40 → 25
- ★ Resource: 200 → 230

Vorrnian Snailhorn

- ★ Ethereal Power: 30 → 35
- ★ Health: 140 → 175

Plate Armor

- ★ buy cost: 650 → 675
- ★ sell price: 787 → 750
- ★ % Block Rating: 10 → 5

Nerum's Heart

- ★ buy cost: 400 → 350
- ★ sell price: 825 → 750
- ★ new buildpath: Living Jade, Sky Topaz
- ★ Health: 250 → 200
- ★ added Resource: 180

Stone Rose

- ★ buy cost: 400 → 525
- ★ sell price: 1050 → 900

Book of Conjuring

★ buy cost: 470 → 545
★ sell price: 1087 → 900
★ Ethereal Power: 25 → 20

Sorceress Goblet
★ buy cost: 420 → 310
★ sell price: 975 → 862
★ Resource Regeneration: 2.1 → 2.5

Seelenhass
★ % Attackspeed: 30 → 35

Draining Crystal
★ buy cost: 400 → 560
★ sell price: 300 → 690
★ new buildpath: Curved Sword
★ % Lifesteal: 8 → 5
★ added Physical Power: 15

Southern Gladius
★ buy cost: 560 → 540
★ sell price: 975 → 900
★ Resource: 250 → 200

Barbarian Ornament
★ buy cost: 450 → 480
★ sell price: 937 → 900
★ Resource Regeneration: 2.2 → 2.5

Thundercore
★ buy cost: 570 → 600
★ sell price: 1087 → 450
★ new buildpath: Thunderspark
★ Ethereal Power: 60 → 50
★ added Rage Generation: 0

Aromatic Cencer
★ buy cost: 450 → 325
★ sell price: 900 → 750
★ Health: 140 → 165
★ Armor: 25 → 20
★ Cooldown: 45 → 15
★ removed: Base Damage per Level

Dreamcatcher

- ★ buy cost: 390 → 290
- ★ sell price: 825 → 750
- ★ Health: 130 → 165
- ★ Cooldown: 45 → 15
- ★ removed: Base Shield per Level

Foul Grimoire

- ★ buy cost: 420 → 400
- ★ sell price: 600 → 525
- ★ Resource: 300 → 200
- ★ Cooldown: 40 → 30

Medal of Honor

- ★ buy cost: 300 → 400
- ★ sell price: 225 → 543

Platinum Tiara

- ★ buy cost: 340 → 240
- ★ sell price: 525 → 450

Balthazar's Statue

- ★ buy cost: 260 → 140
- ★ sell price: 195 → 375

Drinking Horn

- ★ buy cost: 390 → 290
- ★ sell price: 1050 → 975
- ★ Physical Power: 20 → 15

Shimmer

- ★ buy cost: 575 → 375
- ★ sell price: 675 → 525
- ★ added Rage Generation: 0

Chaos Blade

- ★ buy cost: 615 → 470
- ★ sell price: 1125 → 975
- ★ Resource Regeneration: 2.5 → 3

Prayer Beads

- ★ buy cost: 400 → 200
- ★ sell price: 982 → 750
- ★ new buildpath: Sky Topaz, Petrified Wood

★ Resource: 250 → 200
★ Resource Regeneration: 1.75 → 3.5

Swiftscout Pendant
★ buy cost: 200 → 275
★ Armor: 30 → 25

Chichi's Comb
★ buy cost: 495 → 475
★ sell price: 900 → 825
★ Resource: 250 → 180
★ % Cooldown Reduction: 8 → 10

Occult Carver
★ Physical Power: 12 → 15
★ Speed: 12 → 15
★ Duration: 2 → 1.5
★ added Rage Generation: 1

Leviathan Eye
★ buy cost: 370 → 300
★ sell price: 787 → 750
★ new buildpath: Rockfist Gloves
★ Health: 250 → 225

Hydra Tails
★ buy cost: 300 → 450
★ sell price: 787 → 750
★ new buildpath: Iron Claws

Flugel Feather
★ buy cost: 400 → 350
★ sell price: 787 → 750
★ new buildpath: Enchiridion, Enchiridion

Tolundir Helmet
★ Health: 150 → 125
★ Stat 1: 10 → 100
★ Duration: 8 → 5

Fists of Wrath
★ Physical Power: 15 → 17

Zildar's Necklace

★ Ethereal Power: 20 → 27

Rune of Wa'an
- ★ buy cost: 350 → 170
- ★ sell price: 520 → 750
- ★ Health: 200 → 140
- ★ Resource Regeneration: 1.1 → 1.5

Soulrend Greatbow
- ★ sell price: 600 → 1125
- ★ Critical Strike Rate: 25 → 20

Zeniths

Affliction
- ★ buy cost: 420 → 200
- ★ sell price: 520 → 1500
- ★ new buildpath: Phoenix Feather, Petrified Wood
- ★ % Attackspeed: 30 → 35
- ★ added Resource Regeneration: 3.2
- ★ added Rage Generation: 0

Bloodstone
- ★ buy cost: 650 → 600
- ★ sell price: 487 → 450
- ★ Health: 150 → 100
- ★ added Rage Generation: 0

Everburn Flame
- ★ buy cost: 700 → 450
- ★ sell price: 2587 → 2475
- ★ new buildpath: Sorceress Goblet, Petrified Wood, Book of Conjuring
- ★ Ethereal Power: 65 → 60
- ★ Resource Regeneration: 4.1 → 5.5
- ★ added Rage Generation: 0

The First Bribe
- ★ buy cost: 400 → 600
- ★ new buildpath: Golden Lotus, The First Stash
- ★ removed: Resource
- ★ removed: Resource Regeneration
- ★ Gold per 10s: 5 → 6
- ★ added Health: 250
- ★ added % Cooldown Reduction: 10

★ Gold per 10s near an ally: 5 → 3
★ Gold when stunning an enemy Retainer: 20 → 5
★ Gold when clearing a Ward: 15 → 10

Ironhold Bulwark
★ buy cost: 500 → 525
★ Block Rating: 10 → 8

Juncture Band
★ buy cost: 700 → 750
★ sell price: 2550 → 2437
★ Physical Power: 55 → 50
★ Resource: 275 → 200
★ added Rage Generation: 0
★ Cooldown: 45 → 30
★ removed: Cooldown Reduction per Level

Last Cry
★ buy cost: 600 → 750
★ sell price: 2812 → 2625
★ Resource: 400 → 360
★ Duration: 4 → 5
★ % Damage Amplification: 25 → 20
★ Base Damage: 200 → 50
★ Cooldown: 130 → 75
★ added Rage Generation: 1

Paindrinker
★ buy cost: 1065 → 600
★ sell price: 2625 → 2475
★ new buildpath: Shimmer, Drinking Horn, Rockfist Gloves
★ Physical Power: 30 → 40
★ Health: 200 → 210
★ added Rage Generation: 0

Pearl Pummeler
★ buy cost: 415 → 565
★ sell price: 2475 → 2437
★ Physical Power: 25 → 35
★ % Attackspeed: 45 → 50
★ Duration: 3 → 5

Thuulian Ripdagger
★ buy cost: 900 → 415

★ sell price: 2550 → 2475
★ new buildpath: Mountainfolk Club, Flanged Mace, Battleglory Buckler
★ Physical Power: 40 → 50
★ Armor: 40 → 30
★ Health: 400 → 200
★ Maximum Charges: 6 → 5
★ Duration: 6 → 4

Uljiri's Promise
★ buy cost: 860 → 560
★ sell price: 3000 → 2775
★ Resource: 400 → 300
★ Magic Resistance: 100 → 90
★ added Rage Generation: 0
★ Aura Movespeed Slow %: 20 → 12

Worldender
★ buy cost: 815 → 500
★ sell price: 2250 → 2475
★ new buildpath: Quickblade, War Sickle, Foul Grimoire
★ Physical Power: 35 → 40
★ % Attackspeed: 30 → 45
★ Resource: 300 → 220
★ Duration: 3 → 5

Ampwrecker
★ buy cost: 500 → 700
★ Health: 180 → 175
★ Armor: 40 → 45
★ Range: 500 → 700

Bell of Dancing Shadows
★ buy cost: 765 → 440
★ sell price: 1725 → 1875
★ new buildpath: Platinum Tiara, Spellward Cloth, Chichi's Comb
★ Magic Resistance: 15 → 40
★ removed: Resource Regeneration
★ added Resource: 250
★ Cooldown: 40 → 20

Peacemaker
★ buy cost: 1150 → 740
★ sell price: 2737 → 2625
★ new buildpath: Southern Gladius, Curved Sword, Occult Carver

★ Physical Power: 50 → 55
★ Resource: 300 → 210
★ added Rage Generation: 1

Doom Lance
★ buy cost: 1150 → 900
★ sell price: 2812 → 2625
★ Physical Power: 40 → 35
★ added Rage Generation: 1

Necromancer's Sickle
★ buy cost: 1165 → 645
★ Physical Power: 60 → 55
★ % Lifesteal: 10 → 8
★ added Rage Generation: 1

Steelvine Armaments
★ buy cost: 700 → 515
★ new buildpath: Stone Rose, Bronze Breastplate, Spellward Cloth
★ Magic Resistance: 30 → 20
★ removed: Gold per 10s
★ added Health: 200
★ added Armor: 20
★ Base Damage: 200 → 100
★ Cooldown: 60 → 50
★ Duration: 6 → 4

Daruun's Ritual Spear
★ buy cost: 450 → 530
★ sell price: 800 → 1500
★ % Attackspeed: 20 → 25
★ % Lifesteal: 10 → 8
★ added Physical Power: 25
★ added Rage Generation: 0

Ebb and Flow
★ buy cost: 900 → 700
★ new buildpath: Shimmer, Thunderspark, Soulfire Staff
★ Ethereal Power: 70 → 80
★ added Rage Generation: 0

Hortax Circlet

- ★ buy cost: 675 → 325
- ★ sell price: 2775 → 2400
- ★ Resource Regeneration: 3.3 → 3
- ★ added Rage Generation: 0

Grand Inquisitor's Hand Cannon

- ★ buy cost: 300 → 450
- ★ sell price: 2475 → 2437
- ★ % Attackspeed: 55 → 60
- ★ Resource Regeneration: 2.5 → 3
- ★ Resource Stolen: 35 → 50

Shadow Hatchet

Although the hybrid damage of Shadow Hatchet did succeed in weaning the item off of bruisers, it created a stranger issue with adaptive damage and itemization against it. Instead, its power will be put into the attack speed and its overall gold efficiency inferior to the more bulky options.

- ★ buy cost: 800 → 480
- ★ sell price: 2887 → 2625
- ★ new buildpath: Quickblade, War Sickle, Draining Crystal
- ★ Physical Power: 40 → 35
- ★ removed: Ethereal Power
- ★ % Attackspeed: 40 → 45
- ★ added % Lifesteal: 10
- ★ Damage Maximum on non-Retainers: 50 → 35
- ★ added Rage Generation: 0

Mental Impact

- ★ Cooldown: 3 → 1.5
- ★ Resource Restored: 5 → 7

Tiki's Sacrifice

- ★ buy cost: 300 → 600
- ★ new buildpath: War Sickle, Resonance Saber
- ★ Base Damage: 40 → 50
- ★ added Rage Generation: 0
- ★ removed Bonus Physical Power, Base Damage scaling

Phoenix Feather

- ★ buy cost: 620 → 640
- ★ sell price: 1125 → 975
- ★ new buildpath: Amplificator, Stiletto
- ★ added Rage Generation: 0

Saturated Switchblade

- ★ buy cost: 900 → 800
- ★ Physical Power: 35 → 45
- ★ added Rage Generation: 0

Spear of Zael

- ★ buy cost: 300 → 400
- ★ Physical Power: 65 → 60
- ★ Resource: 330 → 230
- ★ added Rage Generation: 0

Spikethorn Shoulderpads

- ★ buy cost: 760 → 850
- ★ sell price: 1875 → 2775
- ★ new buildpath: Plate Armor, Druidic Mask, Battleglory Buckler
- ★ removed: Resource
- ★ Armor: 30 → 50
- ★ % Block Rating: 10 → 8
- ★ added Health: 300
- ★ added Rage Generation: 0

Summoner's Razor

- ★ Ethereal Power: 75 → 60
- ★ % Attackspeed: 30 → 35
- ★ Base Damage: 10 → 30
- ★ added Rage Generation: 0
- ★ Ethereal Power, Base Damage scaling: 0.45 → 0.55

Thunderlord's Mallet

- ★ % Block Rating: 10 → 8

Hammer of Conviction

- ★ Physical Power: 55 → 50
- ★ Health: 180 → 250
- ★ added Rage Generation: 0
- ★ Physical Power, Base Damage scaling: 0.5 → 0.4

Voidwalker's Edge

Voidwalker's niche was interesting, and aimed towards a sort of Wit's End style of on-hit item, but it ultimately didn't work out because it funneled on-hit builds towards its spellvamp- which made them come online much faster than most traditional carry builds.

- ★ buy cost: 1200 → 660

- ★ sell price: 3000 → 2550
- ★ new buildpath: Phoenix Feather, Silver Amulet, Iron Claws
- ★ Ethereal Power: 50 → 40
- ★ % Attackspeed: 55 → 40
- ★ removed: % Spell Vamp
- ★ added Resource: 400
- ★ Base Damage: 30 → 15
- ★ added Rage Generation: 0
- ★ added Bonus Resource, Base Damage scaling: 0.05

Witchfang's Wonder

- ★ buy cost: 1070 → 600
- ★ sell price: 2850 → 2700
- ★ new buildpath: Phoenix Feather, Thunderspark, War Sickle
- ★ Base Damage: 25 → 20
- ★ added Rage Generation: 0
- ★ Ethereal Power, Base Damage scaling: 0.3 → 0.4

Kingslayer Greatsword

- ★ Physical Power: 70 → 65

Tonri's Spirit Scythe

- ★ Health: 250 → 240

Wraith Blade

- ★ buy cost: 515 → 400
- ★ sell price: 2812 → 2550
- ★ new buildpath: Seelenhass, Zweihander
- ★ Physical Power: 50 → 40
- ★ % Attackspeed: 30 → 35

Antimagic Headguard

- ★ buy cost: 415 → 395
- ★ sell price: 2250 → 2625
- ★ Physical Power: 30 → 40
- ★ % Lifesteal: 10 → 8

Frostfinger Handguards

- ★ Health: 400 → 375

Severed Isles Impaler

- ★ buy cost: 530 → 565
- ★ sell price: 2475 → 2426

Skull of Impending Doom
- ★ Base Damage: 500 → 300
- ★ Cooldown: 100 → 60
- ★ Range: 400 → 600
- ★ added Rage Generation: 0.5

Edge of Consciousness
- ★ buy cost: 590 → 600
- ★ sell price: 2625 → 2400
- ★ new buildpath: Book of Conjuring, Vorrnian Snailhorn
- ★ Ethereal Power: 60 → 55
- ★ removed: Resource Regeneration (Back to 15% Cooldown Reduction)
- ★ added Health: 200

Branch of the World Tree
- ★ buy cost: 500 → 400
- ★ Resource: 650 → 700
- ★ Resource Regeneration: 2 → 3

Pocket Singularity
- ★ buy cost: 900 → 450
- ★ sell price: 2400 → 2812
- ★ new buildpath: Leeching Essence, Thunderspark, Book of Conjuring
- ★ Ethereal Power: 70 → 80
- ★ % Cooldown Reduction: 15 → 10

Abyssal Talisman
- ★ Health: 260 → 275

Rod of the Faceless Lord
- ★ Ethereal Power: 35 → 55

Coldbite Tome
- ★ Ethereal Power: 70 → 80
- ★ Health: 400 → 375

Stonewall Crown
- ★ buy cost: 900 → 450
- ★ sell price: 2550 → 2812
- ★ new buildpath: Leeching Essence, Thunderspark, Tensilium Codpiece
- ★ Ethereal Power: 55 → 60
- ★ Armor: 50 → 45

Telsamar Timedilator

★ buy cost: 790 → 865
★ sell price: 2625 → 2700
★ Armor: 25 → 20
★ Magic Resistance: 40 → 35

Spellbane Scarab
★ buy cost: 750 → 600
★ sell price: 2250 → 2475
★ new buildpath: Foul Grimoire, Thunderspark, Book of Conjuring
★ Ethereal Power: 50 → 60
★ Resource: 300 → 270
★ % Cooldown Reduction: 10 → 15

Celestial Goggles
★ buy cost: 820 → 400
★ sell price: 2325 → 1875
★ new buildpath: Prayer Beads, Soulfire Staff
★ Ethereal Power: 45 → 30
★ Resource: 500 → 450

Ring of the King
★ buy cost: 400 → 850
★ sell price: 2700 → 2625
★ new buildpath: Rune of Aldun, Prayer Beads
★ Ethereal Power: 50 → 65
★ Resource: 400 → 300
★ Resource Regeneration: 4.5 → 4

Master Magician's Mantle
★ buy cost: 1150 → 750
★ sell price: 2250 → 1875
★ Resource: 400 → 200

Ignition Wand
★ buy cost: 850 → 770
★ sell price: 637 → 2700
★ new buildpath: Thundercore, Amplificator, Soulfire Staff

Fang of Lycagon
★ buy cost: 750 → 740
★ sell price: 2475 → 2625
★ new buildpath: Southern Gladius, Curved Sword, Barbarian Ornament
★ Physical Power: 50 → 60
★ Resource Regeneration: 2.8 → 3.2

★ Resource: 360 → 300

Flesh Tearer
- ★ buy cost: 1200 → 565
- ★ sell price: 2550 → 2475
- ★ new buildpath: Shimmer, Flanged Mace, Southern Gladius
- ★ Physical Power: 60 → 50
- ★ Resource: 200 → 220

Ura's Icicle
- ★ Resource: 300 → 280
- ★ Gold per 10s: 5 → 6

Glory of a New Sun
- ★ Health: 220 → 230
- ★ Armor: 45 → 40
- ★ Magic Resistance: 45 → 40

The Morning Star
- ★ buy cost: 660 → 770
- ★ sell price: 2100 → 1950
- ★ new buildpath: Book of Conjuring, Sky Topaz, Amplificator
- ★ Ethereal Power: 50 → 40
- ★ Cooldown: 45 → 75
- ★ Duration: 8 → 16
- ★ Slow %: 20 → 15
- ★ % MR Shred: 25 → 15

Tome of Mending
- ★ buy cost: 320 → 600
- ★ sell price: 1575 → 2400
- ★ new buildpath: Sky Topaz, Stone Rose, Druidic Mask
- ★ removed: Ethereal Power
- ★ % Cooldown Reduction: 15 → 10
- ★ added Health: 450

Gulf's Tablet
- ★ buy cost: 640 → 730
- ★ sell price: 2100 → 2400
- ★ new buildpath: Stone Rose, Living Jade, Draining Crystal
- ★ Health: 200 → 275

Springwater Staff
- ★ buy cost: 595 → 575

★ sell price: 1500 → 1275
★ Resource Regeneration: 1.5 → 1.2

Springwater Shield
★ buy cost: 560 → 315
★ sell price: 1500 → 1275
★ Resource: 200 → 170
★ Armor: 20 → 30
★ Magic Resistance: 35 → 30

Warped Wand
★ buy cost: 420 → 550
★ sell price: 1575 → 1500
★ Ethereal Power: 35 → 40

Captured Oculus
★ buy cost: 270 → 500
★ sell price: 750 → 1500
★ new buildpath: Sky Topaz, Stone Rose
★ Health: 200 → 250
★ Resource: 200 → 250
★ added % Cooldown Reduction: 10

Protective Cocoon
★ buy cost: 720 → 500
★ sell price: 1875 → 2025
★ new buildpath: Druidic Mask, Chichi's Comb
★ Health: 200 → 300

Kelsos Champion
★ buy cost: 550 → 400
★ sell price: 2812 → 2700

Esranoc
★ buy cost: 200 → 600
★ sell price: 1800 → 2250
★ new buildpath: Resonance Saber, War Sickle
★ removed: % Attackspeed
★ Critical Strike Rate: 10 → 25
★ added Physical Power: 33

Tormentor
★ buy cost: 665 → 315
★ sell price: 2700 → 2400

★ Health: 200 → 175
★ Armor: 40 → 30

Ruination
★ buy cost: 730 → 875
★ sell price: 2148 → 2475
★ new buildpath: Swiftscout Pendant, Zweihander, Bronze Breastplate
★ Physical Power: 55 → 45
★ Armor: 30 → 40

Infernal Wish
★ buy cost: 1050 → 850
★ sell price: 2700 → 2550

Brooch of Aragan
★ buy cost: 775 → 800
★ sell price: 2400 → 2250
★ new buildpath: Rockfist Gloves, Platinum Tiara, Nullification Mantle
★ removed: Resource
★ Magic Resistance: 60 → 65
★ removed: % Cooldown Reduction
★ added Health: 250
★ added Resource Regeneration: 4

Norr's Pauldrons
★ buy cost: 710 → 910
★ sell price: 2700 → 2775

Embrace of the Forest
★ buy cost: 690 → 450
★ sell price: 2550 → 2625
★ new buildpath: Nerum's Heart, Dragonskin Belt, Rockfist Gloves
★ Health: 450 → 420
★ Magic Resistance: 35 → 65
★ removed: Resource Regeneration
★ added Resource: 250

Mastershield Fortress
★ buy cost: 400 → 475
★ sell price: 1725 → 1875
★ new buildpath: Medal of Honor, Aromatic Censer, Sky Topaz
★ Armor: 45 → 35
★ added Resource: 200

Neros' Cursed Idol

- ★ buy cost: 700 → 550
- ★ new buildpath: Foul Grimoire, Aromatic Censer, Battleglory Buckler
- ★ Resource: 350 → 320
- ★ Armor: 40 → 50

Plainstrider Harness

- ★ buy cost: 750 → 700
- ★ sell price: 1800 → 1725
- ★ Armor: 50 → 45
- ★ % Block Rating: 10 → 8

Glacial Pauldrons

- ★ sell price: 3000 → 2850
- ★ Health: 200 → 250
- ★ Resource: 350 → 400
- ★ Armor: 100 → 70

Doppelganger Blade

- ★ buy cost: 750 → 550
- ★ new buildpath: Quickblade, Iron Claws, Barbarian Ornament
- ★ Physical Power: 45 → 40
- ★ % Attackspeed: 40 → 45

Vanquisher's War Helm

- ★ buy cost: 750 → 350
- ★ sell price: 2475 → 2400
- ★ new buildpath: Barbarian Ornament, Living Jade, Mountainfolk Club
- ★ Health: 300 → 340
- ★ Resource Regeneration: 2.5 → 3.5

Parrying Dagger

- ★ Physical Power: 50 → 45
- ★ Armor: 30 → 20
- ★ % Block Rating: 10 → 8

Consumables and Scrolls

Sight Ward

- ★ buy cost: 50 → 35
- ★ sell price: 15 → 10
- ★ max stack count: 4 → 3
- ★ max in inventory count: 4 → 3
- ★ Duration: 240 → 300

Watcher's Ward
- ★ buy cost: 35 → 40
- ★ max stack count: 3 → 2
- ★ max in inventory count: 3 → 2

Antiseptic Bandages
- ★ sell price: 18 → 6
- ★ max stack count: 2 → 3
- ★ max in inventory count: 2 → 3

Debilitation Scroll
- ★ Cooldown: 210 → 240

Free Action Scroll
- ★ Duration: 1 → 0.75
- ★ Duration with Enhancement Mastery: 1.5 → 0.5
- ★ Cooldown: 210 → 240

Inferno Scroll
- ★ added Rage Generation: 0
- ★ Cooldown: 210 → 240

Telepathic Insight Scroll
Okay but everyone saw this one coming, right?

- ★ Duration: 6 → 5
- ★ Cooldown: 60 → 90
- ★ Duration: 6 → 5

Windchaser Scroll
- ★ Speed: 100 → 75
- ★ removed: Speed per Level
- ★ Cooldown: 210 → 300

Elixir of Shattering
- ★ sell price: 262 → 88

Elixir of Inspiration
- ★ sell price: 262 → 88

Elixir of Physicality
- ★ sell price: 262 → 88

Arcane Pact

★ buy cost: 20 → 10
★ sell price: 5 → 3

Ethereal Absorber
★ sell price: 13 → 12

Dubious Shrubbery
★ sell price: 18 → 7

Deep Night Tincture
★ sell price: 18 → 7

Faceless Carving
★ buy cost: 35 → 25
★ sell price: 26 → 7

Drums of Conflict
★ buy cost: 25 → 15
★ sell price: 18 → 4

Benixian Snowstorm Module
★ buy cost: 25 → 20
★ sell price: 18 → 5

Cobalt Capsule
★ buy cost: 15 → 5
★ sell price: 11 → 2

Nightburst Potion
★ added Rage Generation: 1

Death Curse
★ buy cost: 50 → 55
★ sell price: 13 → 5
★ Base Damage: 525 → 200
★ Base Damage per Level: 25 → 10
★ added Rage Generation: 1

Bovidae Twig
★ buy cost: 35 → 25
★ sell price: 26 → 7
★ Range: 770 → 1000
★ Cooldown: 80 → 60

Ember Shard
- ★ sell price: 1 → 3

Other

Talents have been problematic as a source of discrete power, creating a lot of invisible knowledge checks - especially the kind that create really weird player behaviors on a metagame level which further widens the knowledge gap which new players need to cross in order to meaningfully enjoy the game. This has directly led to new player churn rates, creating a big incentive to both investigate the overall power of talents and assess their relevance at all stages of the game. The goal is both about nerfing talents and identifying talents that are big and obvious in how they give power versus those that are game-changing but feel invisible.

Aether Surge
- ★ Cooldown: 10 → 15
- ★ Base Damage: 55 → 50
- ★ removed: Base Damage per Level
- ★ added Rage Generation: 0
- ★ Bonus Physical Power, Base Damage scaling: 0.15 → 0.4
- ★ Ethereal Power, Base Damage scaling: 0.15 → 0.22
- ★ Bonus Resource, Base Damage scaling: 0.05 → 0.1

Attrition
- ★ Maximum Charges: 100 → 50

Convergence
- ★ Cooldown: 30 → 18
- ★ Base Damage: 40 → 35
- ★ removed: Base Damage per Level
- ★ added Rage Generation: 0
- ★ Ethereal Power, Base Damage scaling: 0.1 → 0.2
- ★ Bonus Physical Power, Base Damage scaling: 0.15 → 0.3

Earthen Core
- ★ Health Gain on Takedown: 25 → 30
- ★ Maximum Charges: 15 → 10

Erasure
- ★ Physical Power gain: 1 → 2
- ★ Ethereal Power gain: 1 → 2
- ★ Maximum Charges: 50 → 25

Exoskeleton
- ★ Maximum Charges: 10 → 6

Fired Up
- ★ Duration: 5 → 3
- ★ Speed: 60 → 40

From the Shadows
- ★ Base Damage: 10 → 15
- ★ removed: Base Damage per Level
- ★ added Rage Generation: 0
- ★ added Bonus Physical Power, Base Damage scaling: 0.05
- ★ added Ethereal Power, Base Damage scaling: 0.02

Garden Enthusiast
- ★ Resource Regeneration: 1.5 → 2
- ★ removed: Resource Regeneration per Level

Happy Feet
- ★ Cooldown: 15 → 3
- ★ removed: Cooldown Reduction per Level
- ★ Duration: 2.5 → 1

Head Hunter
- ★ % Damage Gain per Takedown: 1 → 0.5

Home Advantage
- ★ Armor: 5 → 10
- ★ Magic Resistance: 5 → 10
- ★ removed: Armor per Level
- ★ removed: Magic Resistance per Level

Initiative
- ★ Cooldown: 30 → 22
- ★ % Damage Dealt: 12 → 13

Inner Peace
- ★ Base Damage: 20 → 30
- ★ removed: Base Damage per Level
- ★ added Rage Generation: 0

Malice
- ★ Unique Takedowns needed: 4 → 5
- ★ Maximum Charges: 4 → 5
- ★ added Rage Generation: 0

Pack Hunter
- ★ % Damage dealt: 6 → 3

Reduced Load
- ★ Speed: 20 → 15
- ★ Duration: 3 → 2

Stand Together
- ★ % Damage Reduction: 7.5 → 4

Swiftmender
- ★ Speed: 45 → 30

The Chase
- ★ Speed: 40 → 20

Traveling Light
- ★ Power Gain: 5 → 3
- ★ Power per Level: 1.25 → 1

Aether Plunderer
- ★ removed: Resource Restoration per Level

Against All Odds
- ★ Cooldown: 90 → 60
- ★ % Damage Reduction: 30 → 15

All for One
- ★ removed: Base Shield per Level
- ★ Duration: 15 → 10
- ★ Cooldown: 15 → 10

Artillery Strikes
- ★ Base Damage: 20 → 30
- ★ Cooldown: 25 → 20
- ★ removed: Cooldown Reduction per Level
- ★ removed: Base Damage per Level
- ★ added Rage Generation: 0

Begging for Alms
- ★ Cooldown: 25 → 30
- ★ Gold Scavenged: 3 → 2

Coagulants

★ % Damage Stored: 20 → 25
★ removed: Cooldown Reduction per Level
★ Cooldown: 45 → 35

Cut Up
★ Health Threshold: 25 → 50
★ % Damage Dealt: 7.5 → 5

Dampening
★ % Reduced Damage Dealt: 4 → 3
★ % Reduced Damage Received: 4 → 3

Diamond is Unbreakable
★ Cooldown: 70 → 35
★ removed: Cooldown Reduction per Level

Divine Protection
★ removed: Base Damage per Level
★ removed Bonus Health, Base Damage scaling

Exploit Weakness
★ % Damage Dealt: 10 → 5

Follow Up
★ Cooldown: 1.5 → 1

From the Shadows
★ removed: Cooldown Reduction per Level

Give and Take
★ % Damage Dealt: 3 → 2
★ % Damage Received 2: 5 → 4

Glaciation
★ Cooldown: 30 → 20

Green Thumb
★ removed: Health Restored per Level

Honest Work
★ Health Restored: 3 → 5
★ removed: Health Restored per Level

Mass Over Matter

★ Cooldown: 15 → 20
★ removed Bonus Health, Base Damage scaling

Oppressive Percussion
★ Increments of Health Difference: 5 → 10
★ Current Health Damage: 0.25 → 0.5
★ added Rage Generation: 0

Puncture
★ Base Damage: 15 → 30
★ added Rage Generation: 0

Stalking
★ % Damage Gain: 4 → 3

Strike Down
★ Health Threshold: 70 → 50
★ % Damage Dealt: 4.5 → 4

Vitality Reaper
★ removed: Health Restoration per Level